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SNS-H2-USA

SUPER ADVENTURE Island™

Instruction Booklet

HUDSON GROUP
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SUPER NINTENDO ENTERTAINMENT SYSTEM®

SUPER ADVENTURE ISLAND™

THANK YOU!
You have just made a perfect choice by selecting and purchasing this quality Hudson Soft product.
Thank you for choosing "Super Adventure Island". In order to insure your complete enjoyment of this game, we recommend that you read the manual carefully and follow its instructions and suggestions.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE OR GAME PAK.

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MADE IN JAPAN
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SAFETY PRECAUTIONS

For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game.

1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.

2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.

3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.

4. Do not dismantle the Game Pak.

GAME STORY

Adventure Island is a mysterious and beautiful land that has many hidden dangers. As hero of the island, Master Higgins protects the inhabitants from the many deadly creatures. He has restored peace to the uncharted island on many occasions.

But something terrible has happened. While Master Higgins and Jeanie Jungle were stargazing, a dangerous entity known only as Dark Cloak turned Jeanie to stone. Master Higgins must venture towards Dark Cloak's castle at the foot of Ice Mountain to rescue her!

He has two powerful weapons to choose from, an Axe and a Boomerang. They can be found all about the island. If he can collect enough weapons, Master Higgins can shoot them like fire!

He's also an awesome skate-boarder and a super jumper. Be sure to grab a board and Super Jump your way through some radical territory!

GETTING STARTED

Insert the Super Adventure Island™cartridge into your Super Nintendo Entertainment System®. Turn the"Power" switch "On". You will use the first controller for the whole game. Push the "Start" button to begin the game.

THE CONTROLLER

Arrow Keys:

Left: Moves Master Higgins to the left.

Right: Moves Master Higgins to the right.

Up: When jumping, it allows Master Higgins to jump high.

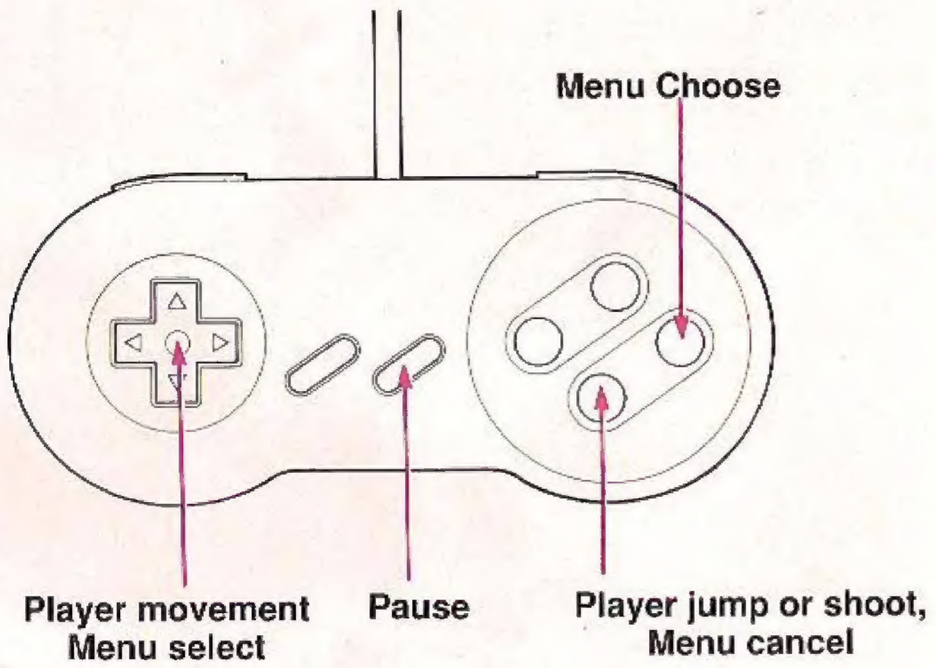
Down: When jumping, it allows Master Higgins to Super Jump. You can also use the Arrow Keys to help control the direction you throw the Boomerang.

A or Y Button: Throw your weapon.

B or X Button: Jump or Swim.

Start Button: Start, Continue or Pause the game.

The **L, R,** and **Select Buttons** are not used.



HOW TO PLAY

As Master Higgins, you must travel through the Adventure Island and defeat six gigantic monsters to find Jeanie Jungle. You must get rid of many enemy creatures you will encounter along the way.

Lives:

You begin the game with three lives. You will receive an extra Master Higgins for every 50,000 points you score. You can have a maximum of six (6) extra Master Higgins'. You will lose a Master Higgins if:

1) You touch an enemy creature or obstacle.

2) You fall into a valley or the water.

3) Your energy runs out.

The number of Master Higgins' you have is displayed in the lower left-hand corner of the screen with a small picture of Master Higgins' face.

Energy:

When you begin each area, you have a full Energy Bar. It is displayed on the top of the screen to the left of your score. The Energy Bar will continuously go down as you play. To keep it full, you must eat fruit or drink milk. Fruit appears regularly in almost every area. You will receive points at the end of each area based on how much energy you have.

Weapons:

There are two weapons Master Higgins can find and shoot. These are the Axe and the Boomerang. You can collect up to four Axes or Boomerangs, but not both. If you pick up one weapon when you already have the other weapon, Master Higgins automatically trades weapons. When you get the fourth Axe or Boomerang (in a row), they will turn into "Fire Weapons." Fire Weapons are twice as strong as normal Axes or Boomerangs, and they can destroy rocks (not rolling boulders).

Continues:

If you lose your last Master Higgins, the game is over. If you want, you can continue the game from the beginning of the last area you entered. When the game is over, the word "Continue" will appear on screen. If you want to continue, press the Start Button within 7 seconds.

You begin the game with 2 continue credits. That means you can only continue the game twice. After that, the words "Game Over" will appear on screen when you lose your last Master Higgins.

Areas and Stages:

There are five Areas on Adventure Island, and 4 Stages in each Area. To clear a Stage, you must grab the starball at the end of each Stage. There is a Boss Monster at the end of each Area. To clear the Area, you must defeat the Boss Monster. Dark Cloak is in Area 5...

Hidden Bonus Rounds:

There is a secret Star Bonus Round in every Area. To try to find a Star Bonus Round, shoot your Axe or Boomerang. If you hear a "tinging" sound, go to that spot and jump. When you jump, you should make a Star appear above Master Higgins' head. Jump to grab the Star and you will leap into the Star Bonus Round.

To clear the Star Rounds, you must bounce from spring to spring collecting bonus items without falling. If you fall, you won't find that star Round for the rest of the game. If you make it past all of the springs, the word "Perfect" and "1-up item" will appear on the screen. Try to catch the "1-up item" as you fall back to the stage.

ENEMY CHARACTERS

Shelly - She looks like a rock, so watch out!

Bamboon - He throws spears at you.

Beezer - He'll take you out with one sting.

Smokestack Sammy - He shoots flames out of the top of his head when you try to jump over him.

The Bloobs - Tough little bouncy creatures that tend to bounce right into you.

Skizzer - A flying dog that follows you everywhere. It won't attack, but it'll get really close!

Blue Reptilly - He floats down with a balloon then tries to get you by breathing fire.

ENEMY CHARACTERS

Skullfoot - Watch out for his tricky moves - you'll have to shoot him twice to stop him.

Wally - He just floats around, but really gets in your way.

Lectron - This electric eel may just pass you by, but if he turns around... ZAP!

Flounder - A spinning flying fish!

Peppy - The dashing penguin.

BOSS MONSTERS

Bamboozal - This statue throws fire balls at anyone who comes close.

Kraken - Tentacles and octopi.

Lavaslither - Dragon that lives in the volcano. Lava flows below him, so don't fall off.

King Reptilian - Lives in the cave by the lake. He'll slash at you with his laser sword.

Dark Cloak - He sure looks small, but watch out...

NOTES

LIMITED WARRANTY

Hudson Soft USA, Inc. ("Hudson") warrants to the original purchaser of this Hudson software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Hudson software program is sold "as is", without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this product.

Hudson agrees for a period of (90) days to either replace, at its option, free of charge, any Hudson software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not acceptable to normal wear and tear. This warranty shall be void if the defect in the Hudson software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER PRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUDSON. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL HUDSON BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HUDSON SOFTWARE PRODUCT.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty does give you specific rights, and you may also have other rights which vary from state to state.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20401, Stock No. 004-000-00345-4.